Applicant respectfully requests that this listing of claims replace the prior versions of claims in the application.

1. (Currently amended) A method comprising:

detecting that an interchangeable memory has been connected to a mobile terminal device which <u>device</u> includes an interface for connecting an interchangeable memory and a cellular network interface;

retrieving a network address of a network server <u>by the mobile terminal device in response to detecting connection of the interchangeable memory</u>; and

setting up a connection between the mobile terminal device and said server via said cellular network.

2. (Previously presented) Method according to claim 1, wherein said network address of said server is stored in said interchangeable memory, and that said network address of said server is retrieved from said interchangeable memory.

3. (Previously presented) Method according to claim 1, wherein said network address of said server is stored in said mobile terminal device, and that said network address of said server is retrieved from said mobile terminal device.

4. (Previously presented) Method according to claim 1, further comprising activating a cellular network application being stored on said interchangeable memory in an online mode.

5. (Previously presented) Method according to claim 1, wherein said interchangeable memory contains application ID data of said cellular network application and in that said method further comprises retrieving said application ID data and transferring said application ID data to said connected server.

2

6. (Previously presented) Method according to claim 1, further comprising sending a user confirmation request to a user interface for setting up a connection to said server address via said network, and setting up a connection to said server at said server address via said network, only if said requested user confirmation is detected.

7. (Previously presented) Method according to claim 1, further comprising obtaining preference data of a user for said cellular network application, and storing said preference data within said interchangeable memory.

8. (Previously presented) Method according to claim 1, further comprising retrieving preference data of a user for said cellular network application stored in said interchangeable memory, and transferring said preference data to said connected server.

9. (Previously presented) Method according to claim 1, wherein said cellular network application is a cellular network game.

10. (Previously presented) Method according to claim 9, further comprising determining game status data of said cellular network game, and storing said data in said interchangeable memory.

11. (Previously presented) Method according to claim 9, further comprising retrieving game status data of a user for said cellular network game stored in said interchangeable memory, and transferring preference data of a user to said connected game server.

12. (Currently amended) A method comprising:
       detecting that a mobile terminal is being connected to an interchangeable memory,
       in response to detecting a connection to the interchangeable memory, retrieving a network address of a cellular network server and a script, by the mobile terminal, to induce

3

said connected mobile terminal to set up a network connection to said cellular network server at said network address, and

transferring said network address and said script to said connected mobile terminal, for causing said connected mobile terminal to set up a network connection to said cellular network server at said network address and for automatically operating a cellular network application.

13. (Previously presented) Method according to claim 12 further comprising:

retrieving preference data of a user for said cellular network application, and

transferring said preference data to said connected mobile terminal.

14. (Previously presented) Method according to claim 12, further comprising operating said cellular network application being stored on said interchangeable memory in an online mode.

15. (Previously presented) Method according to claim 12, wherein said cellular network application is a cellular network game.

16. (Previously presented) Computer program product comprising program code means stored on a computer readable medium for carrying out the method of claim 1, when said program product is run on a computer or network device.

17-18. (Canceled)

19. (Previously presented) A mobile terminal device comprising:

a cellular network interface,

a user interface,

a processor being connected to said network interface and said user interface,

an interface for connecting an interchangeable memory,

4

a detector for detecting an operative connection of said interchangeable memory,

a component for retrieving a server address for a network server upon detecting an operative connection of said mobile terminal device to said interchangeable memory, and

a component for connecting said mobile terminal device to said server address via said cellular network interface of said mobile terminal device.

20. (Currently amended) Mobile terminal device according to claim 19, wherein said interface for connecting an interchangeable memory is an interface for connecting an interchangeable memory that comprises said address of a server, and wherein said component for retrieving said server address is ~~adapted~~configured to retrieve said server address from said interchangeable memory.

21. (Currently amended) Mobile terminal device according to claim 19, further comprising a storage that stores said server address, wherein said storage is connected to said processor and wherein said component for retrieving said server address is ~~adapted~~configured to retrieve said server address from said storage.

22. (Previously presented) Mobile terminal device according to claim 19, wherein said terminal device is further configured to retrieve application ID data of said cellular network application stored in said connected interchangeable memory and transferring said application ID data to said connected server.

23. (Previously presented) Mobile terminal device according to claim 19, wherein said terminal device is further configured to operate said online application of said memory device if and when said interchangeable memory is detected.

24. (Previously presented) Mobile terminal device according to claim 19, wherein said interface for connecting an interchangeable memory is an interface of a multimedia card.

5

25. (Previously presented) Mobile terminal device according to claim 19, wherein said cellular network application is a cellular network game.

26. (Currently amended) Interchangeable cellular memory device comprising

an interface for connecting to a mobile terminal device,

a data storage for storing at least one address of a server,

a component for detecting a connection to a mobile terminal device, and

a reader for retrieving said server address from said data storage in response to detecting a connection to a mobile terminal device wherein said memory device is configured to transfer at least one of said stored addresses of a server via said interface to said mobile terminal device for causing said mobile terminal device to set up a connection to said server with said address of said server.

27. (Original) Interchangeable cellular memory device according to claim 26, wherein said data storage further stores a cellular network application.

28. (Previously presented) Interchangeable cellular memory device according to claim 26, wherein said data storage further stores application ID data of a cellular network application.

29. (Previously presented) Interchangeable cellular memory device according to claim 26, wherein said data storage further stores at least one set of preference data related to application preferences of a user of a cellular network application.

30. (Previously presented) Interchangeable cellular memory device according to claim 26, wherein said interchangeable cellular memory device is a multimedia card.

31. (Previously presented) Mobile terminal device according to claim 26, wherein said cellular network application is a cellular network game.

6

32. (Original) Interchangeable cellular online game memory device according to claim 30, wherein said data storage further stores at least one cellular network game status.

33. (Currently amended) Interchangeable cellular online game memory device according to claim 26, wherein said storage also contains a script to induce said connected mobile terminal to set up a network connection, wherein said reader is ~~adapted~~configured to retrieve said script.

34. (Original) Interchangeable cellular online game memory device according to claim 33, wherein a storage controller is provided to send said server address and said script to said interface.

35. (Previously presented)  Computer program product comprising program code means stored on a computer readable medium for carrying out the method of claim 12, when said program product is run on a computer or network device.

36. (Previously presented) Computer program product comprising program code, downloadable from a server for carrying out the method of claim 12, when said program product is run on a computer or network device.

37. (Canceled)

7